

FIG. 1
(PRIOR ART)

09723607-112300

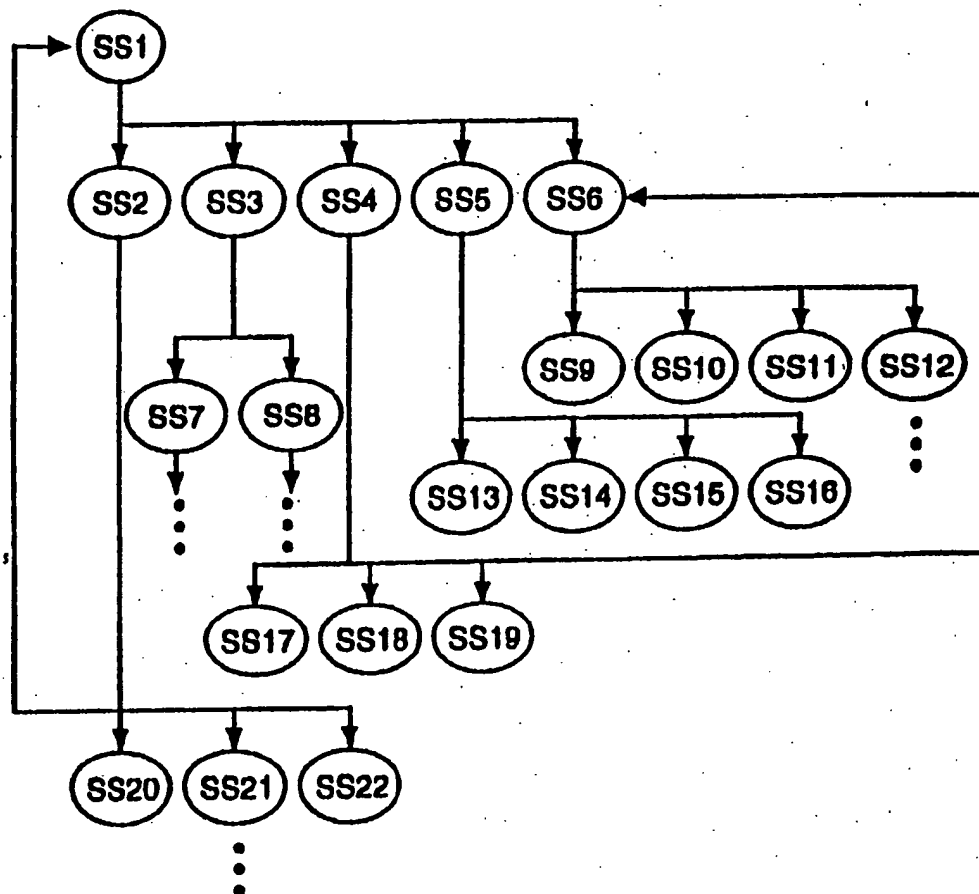


FIG. 2
(PRIOR ART)

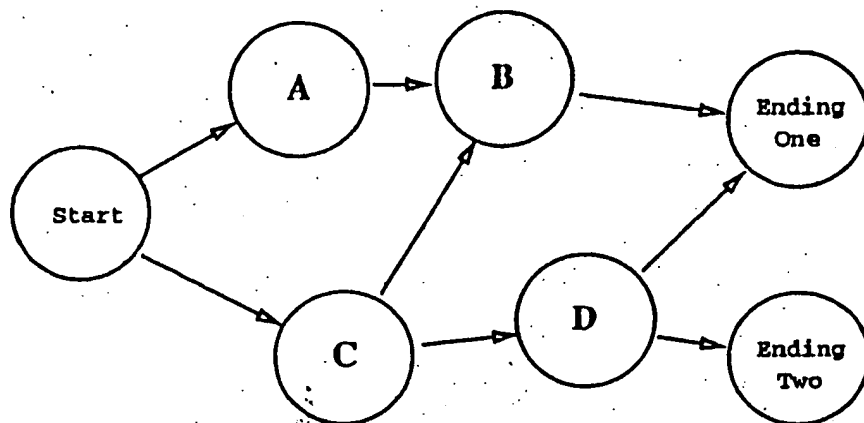


FIG. 3
(PRIOR ART)

003211 2092260

FIG. 4b

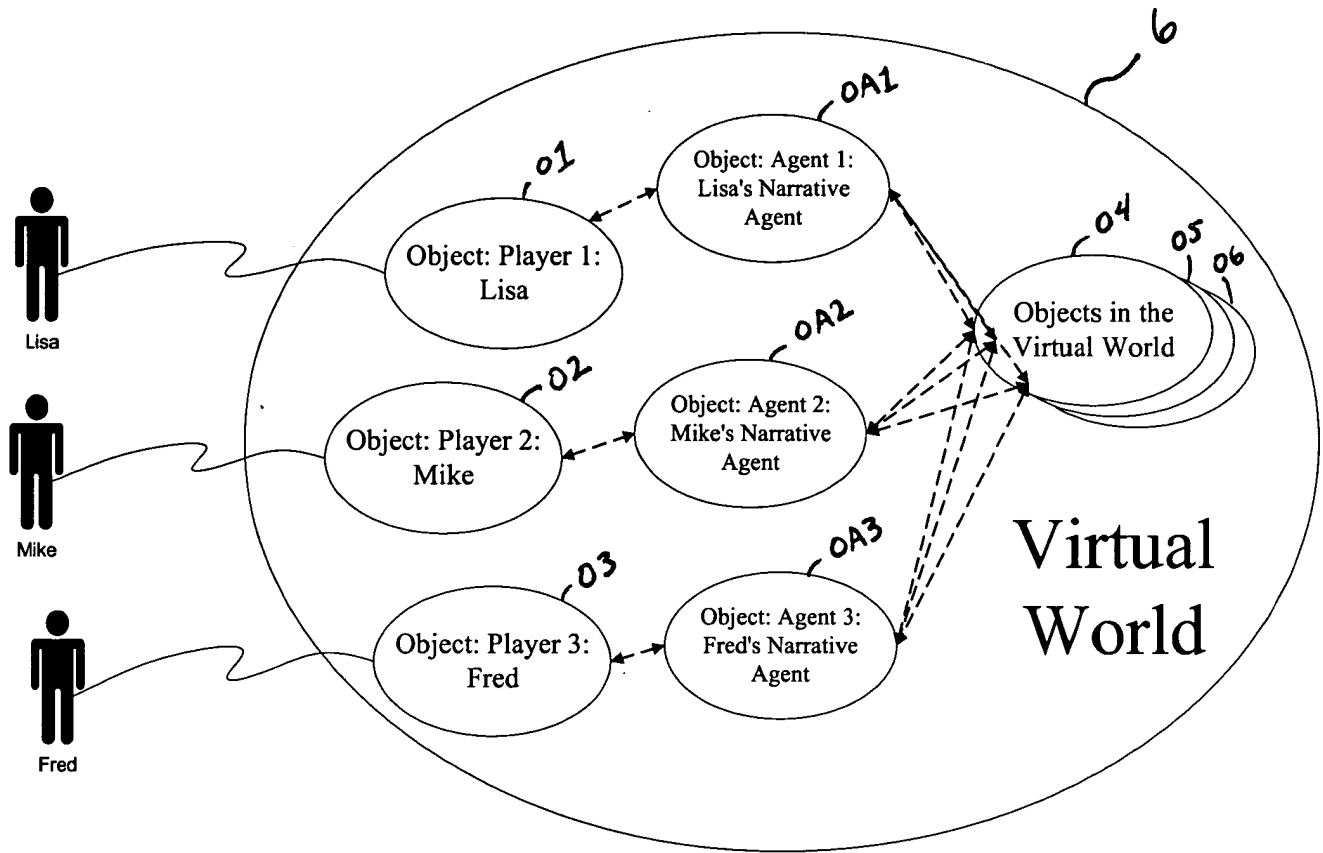


FIG. 5

FIG. 6a

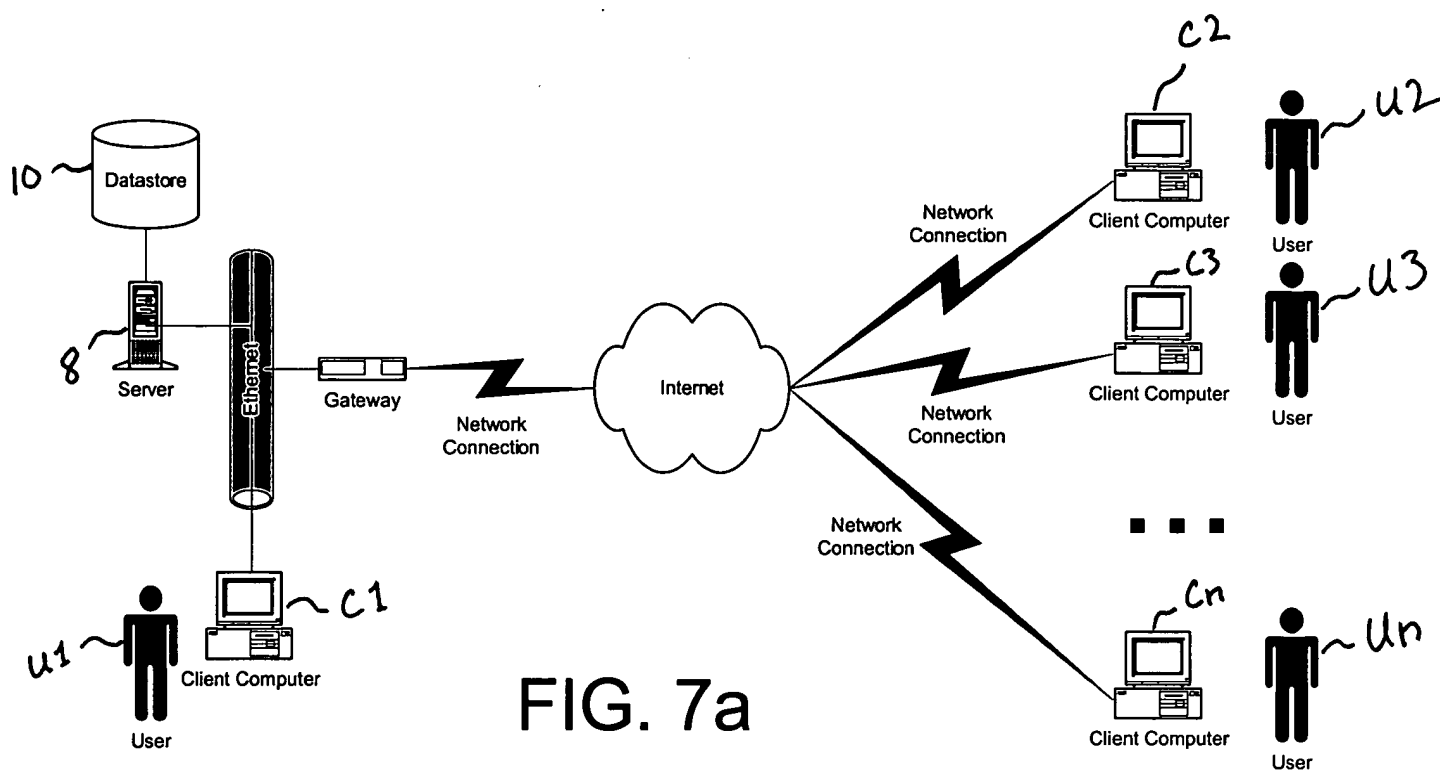
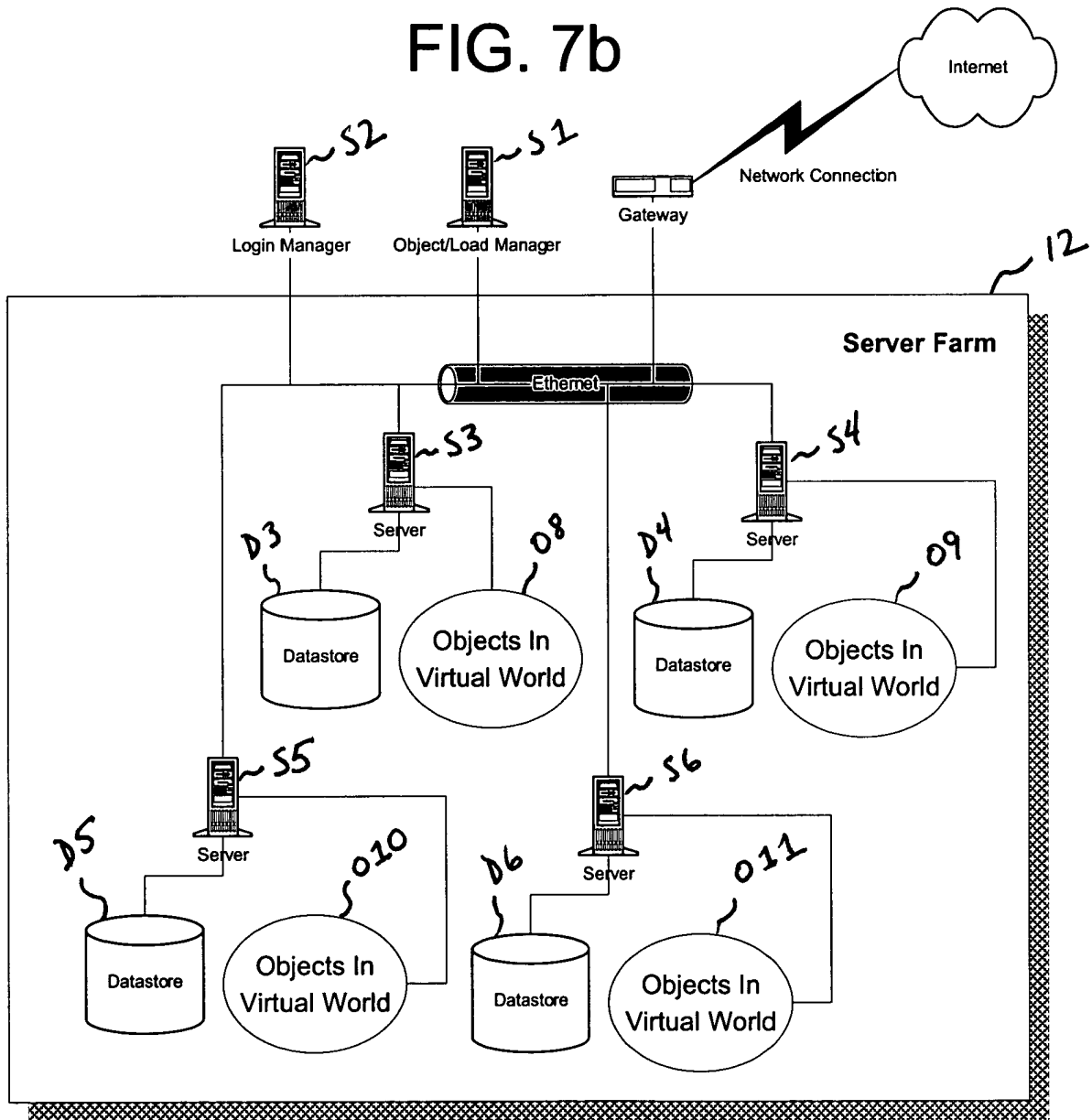


FIG. 7b



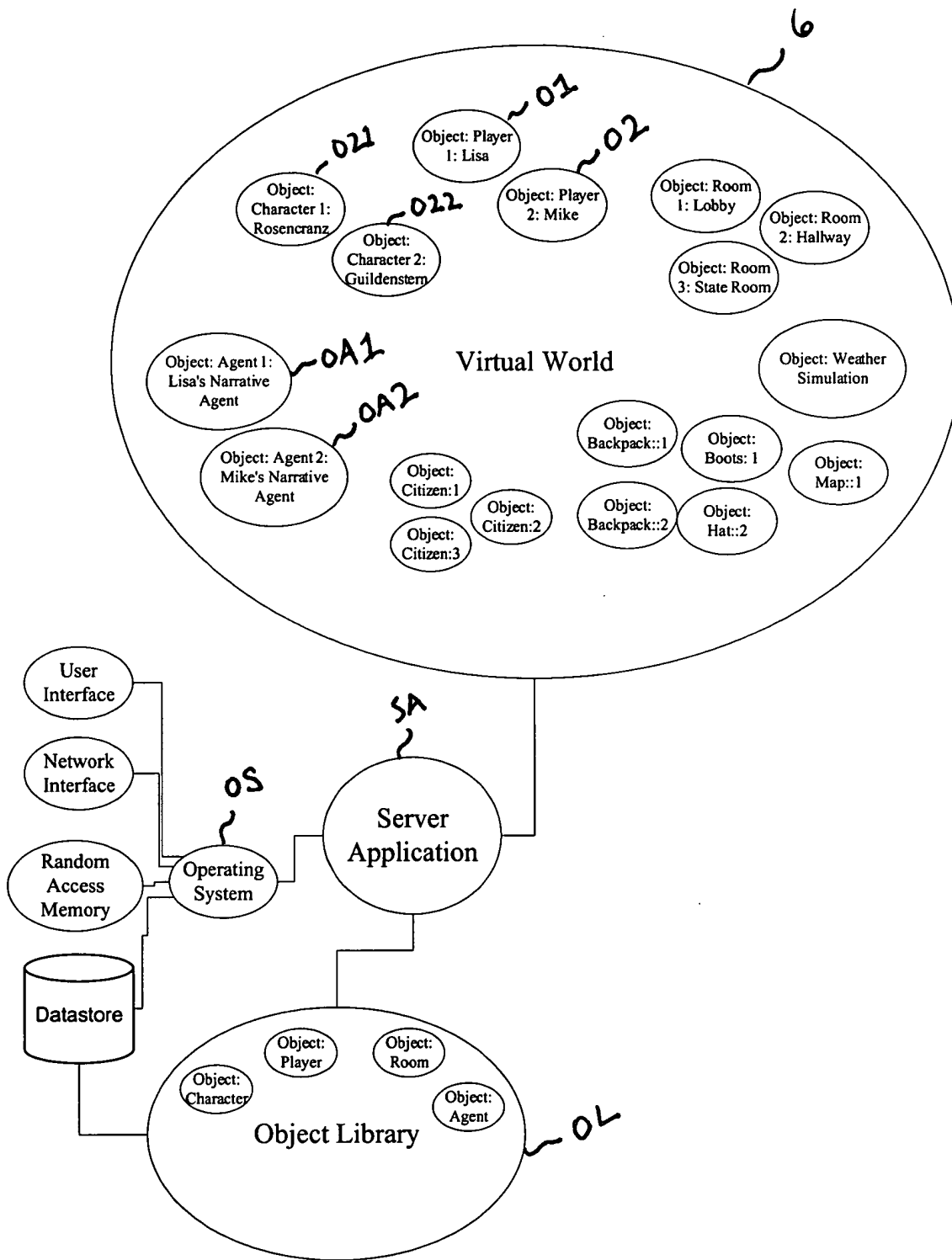


FIG. 8

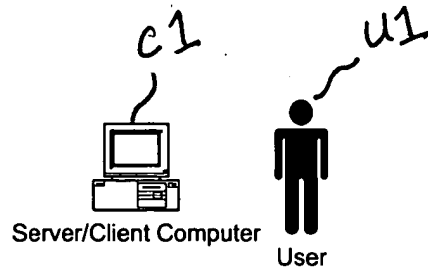


FIG. 9a

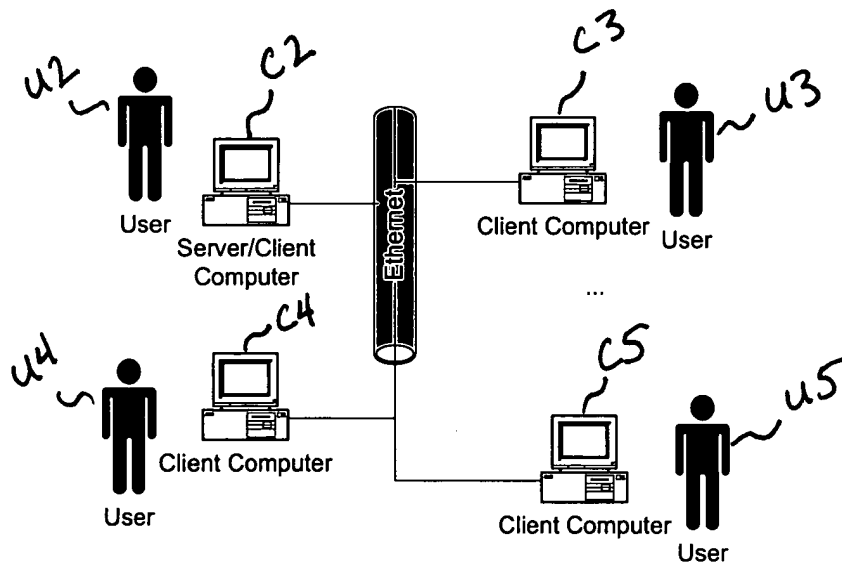


FIG. 9b

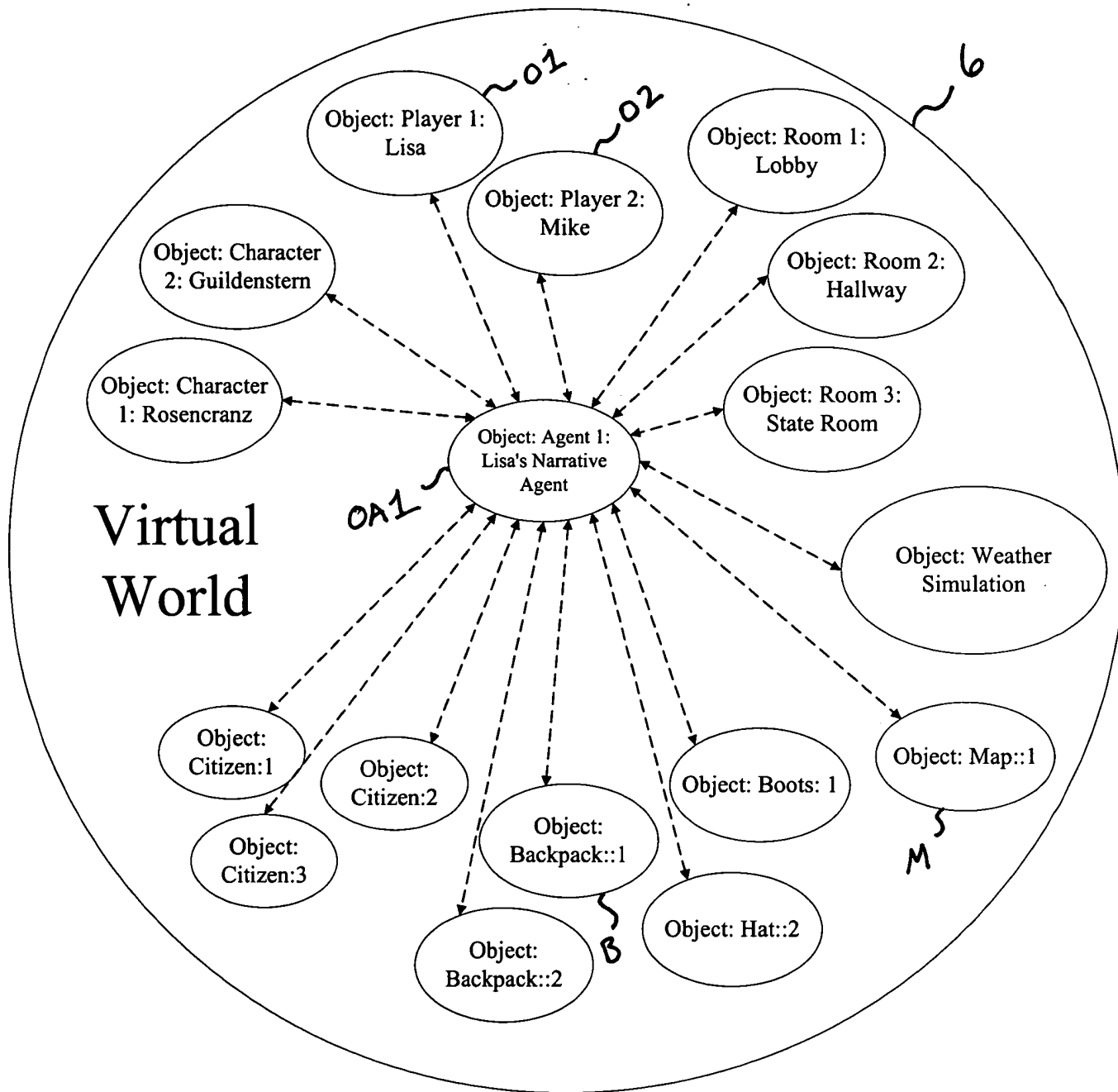


FIG. 10

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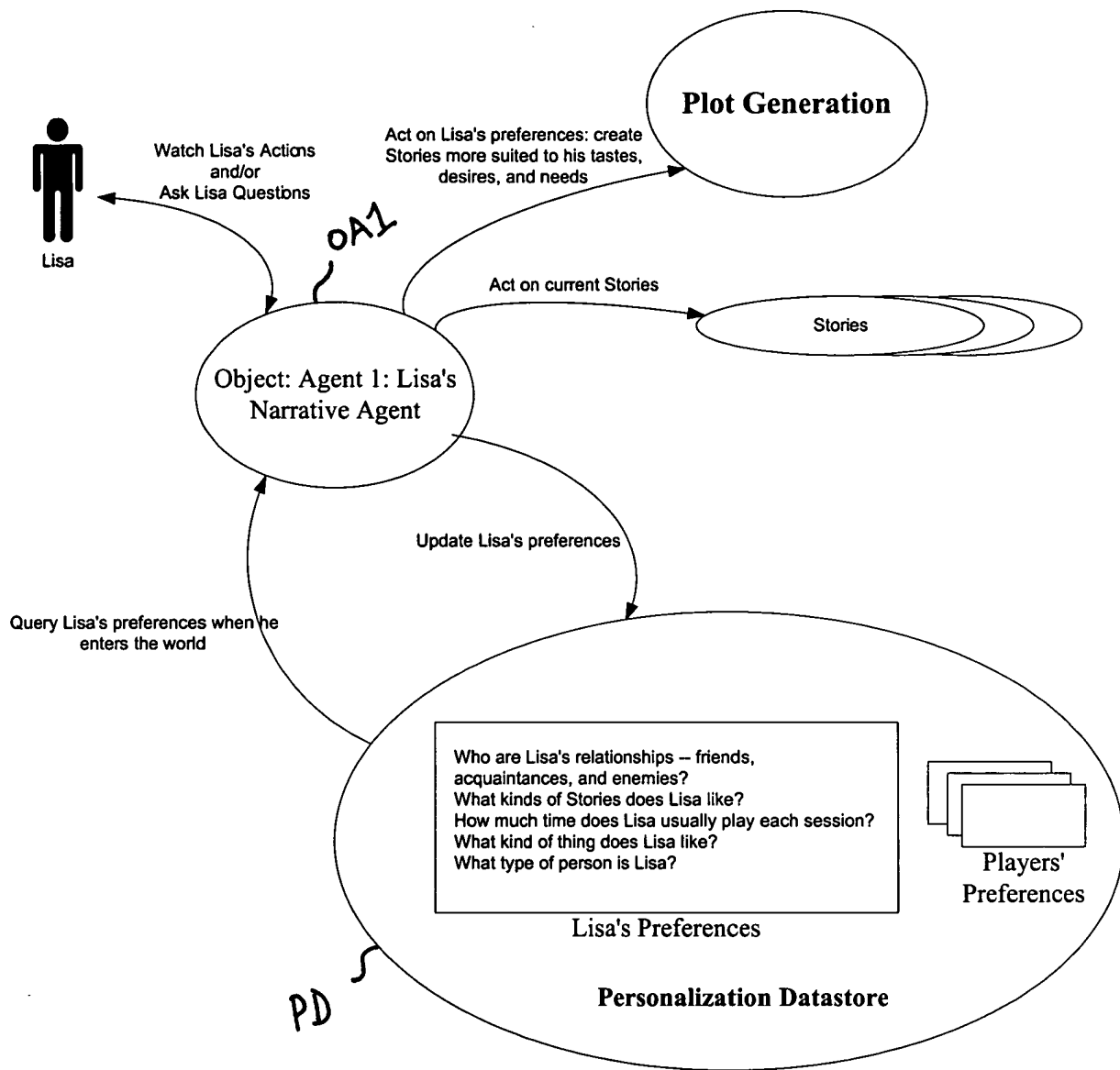


FIG. 11

ORDERED TO

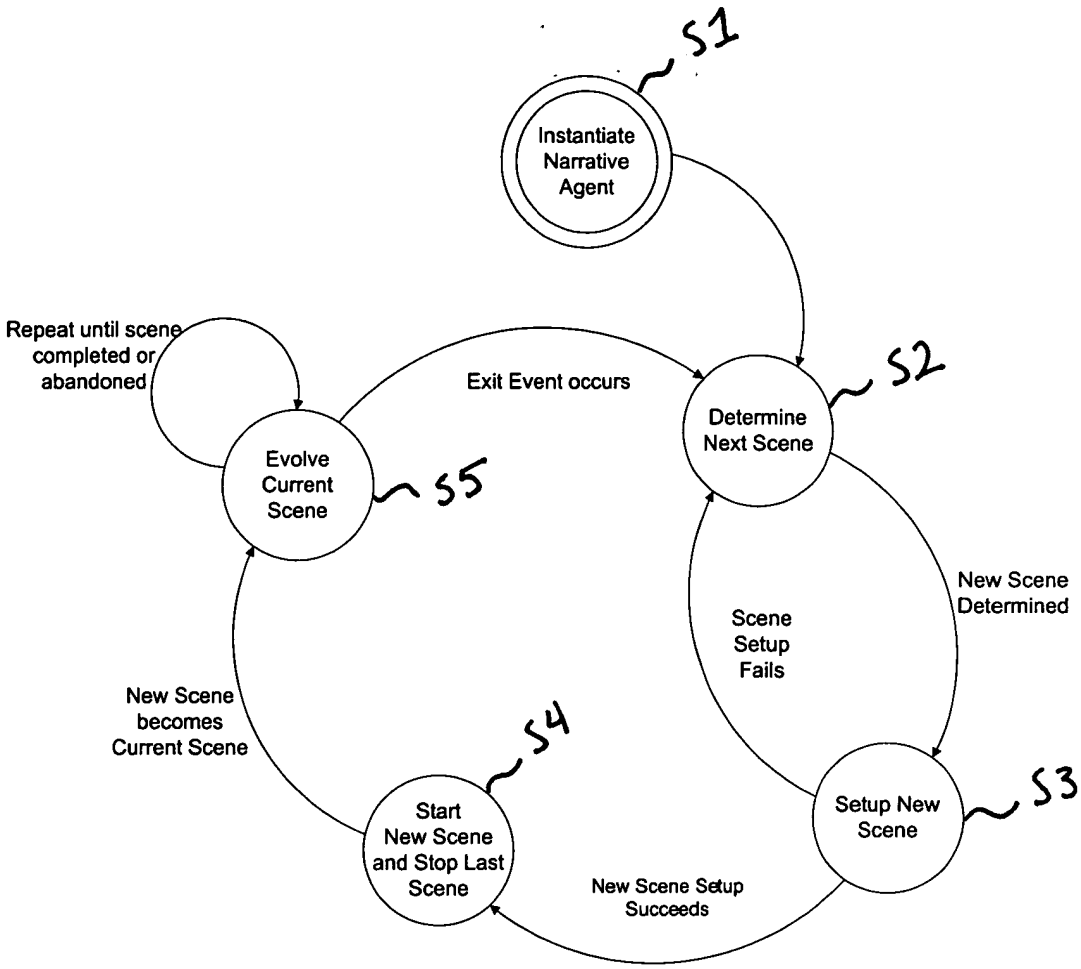


FIG. 12

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graph TD
    S6((56: Analyze Exit from Last Scene)) -- "Last Scene Completed or Scene Setup Failed" --> S14((514: Query Primary Story for Scene Options))
    S6 -- "Player Branches to a different Story" --> S13((513: Set Primary Story))
    S6 -- "Last Scene Abandoned" --> S8((58: Issue shutdown instructions for Last Scene))
    S14 -- "Scene Options Assembled" --> S15((515: Analyze World State and Player History & Preferences))
    S14 -- "Story Selected, becomes Primary Story" --> S13
    S14 -- "No Scene Options Found" --> S11((511: Offer Opportunity for Story))
    S15 -- "Supporting Data Assembled" --> S16((516: Select Next Scene))
    S16 -- "New Scene Selected" --> S3[/53: Setup New Scene/]
    S3 -- "Narrative Agent Instantiated" --> S7((57: Create New Story))
    S7 -- "More Stories Needed" --> S11
    S7 -- "New Story(s) Created" --> S10((510: Determine Possible Scenes))
    S11 -- "Player accepts opportunity" --> S13
    S11 -- "Player has not accepted an opportunity" --> S11
    S11 -- "Opportunities Declined" --> S12((512: Prune Story))
    S12 -- "Pruning Complete" --> S11
    S12 -- "Possible Scenes Determined" --> S10
    S8 -- "Instructions Issued" --> S10
    S8 -- "(optional) Instructions Issued" --> S9((59: (optional) Determine intended Story))
    S9 -- "Simulate future plot possibilities" --> S10
    S9 -- "Plot simulation complete" --> S10
    S10 -- "Determine Possible Scenes" --> S6
  
```

The flowchart illustrates the process of a narrative agent system. It begins with a start node (56) labeled "Analyze Exit from Last Scene". From here, the process branches based on the outcome of the last scene: "Last Scene Completed or Scene Setup Failed" leads to "Query Primary Story for Scene Options" (514); "Player Branches to a different Story" leads to "Set Primary Story" (513); and "Last Scene Abandoned" leads to "Issue shutdown instructions for Last Scene" (58). The "Query Primary Story for Scene Options" (514) node leads to "Analyze World State and Player History & Preferences" (515) if "Scene Options Assembled", to "Set Primary Story" (513) if "Story Selected, becomes Primary Story", and to "Offer Opportunity for Story" (511) if "No Scene Options Found". The "Analyze World State and Player History & Preferences" (515) node leads to "Select Next Scene" (516) when "Supporting Data Assembled". The "Select Next Scene" (516) node leads to "Setup New Scene" (53) when "New Scene Selected". The "Setup New Scene" (53) node leads to "Create New Story" (57) when "Narrative Agent Instantiated". The "Create New Story" (57) node leads to "Offer Opportunity for Story" (511) if "More Stories Needed" and to "Determine Possible Scenes" (510) if "New Story(s) Created". The "Offer Opportunity for Story" (511) node leads to "Set Primary Story" (513) if "Player accepts opportunity", loops back to itself if "Player has not accepted an opportunity", leads to "Prune Story" (512) if "Opportunities Declined", and leads to "Determine Possible Scenes" (510) if "Possible Scenes Determined". The "Prune Story" (512) node leads to "Offer Opportunity for Story" (511) when "Pruning Complete". The "Determine Possible Scenes" (510) node leads back to "Analyze Exit from Last Scene" (56). The "Issue shutdown instructions for Last Scene" (58) node leads to "Determine Possible Scenes" (510) when "Instructions Issued" and to "(optional) Determine intended Story" (59) when "(optional) Instructions Issued". The "(optional) Determine intended Story" (59) node leads to "Determine Possible Scenes" (510) when "Plot simulation complete" and to "Simulate future plot possibilities" when "Simulate future plot possibilities".

FIG. 13

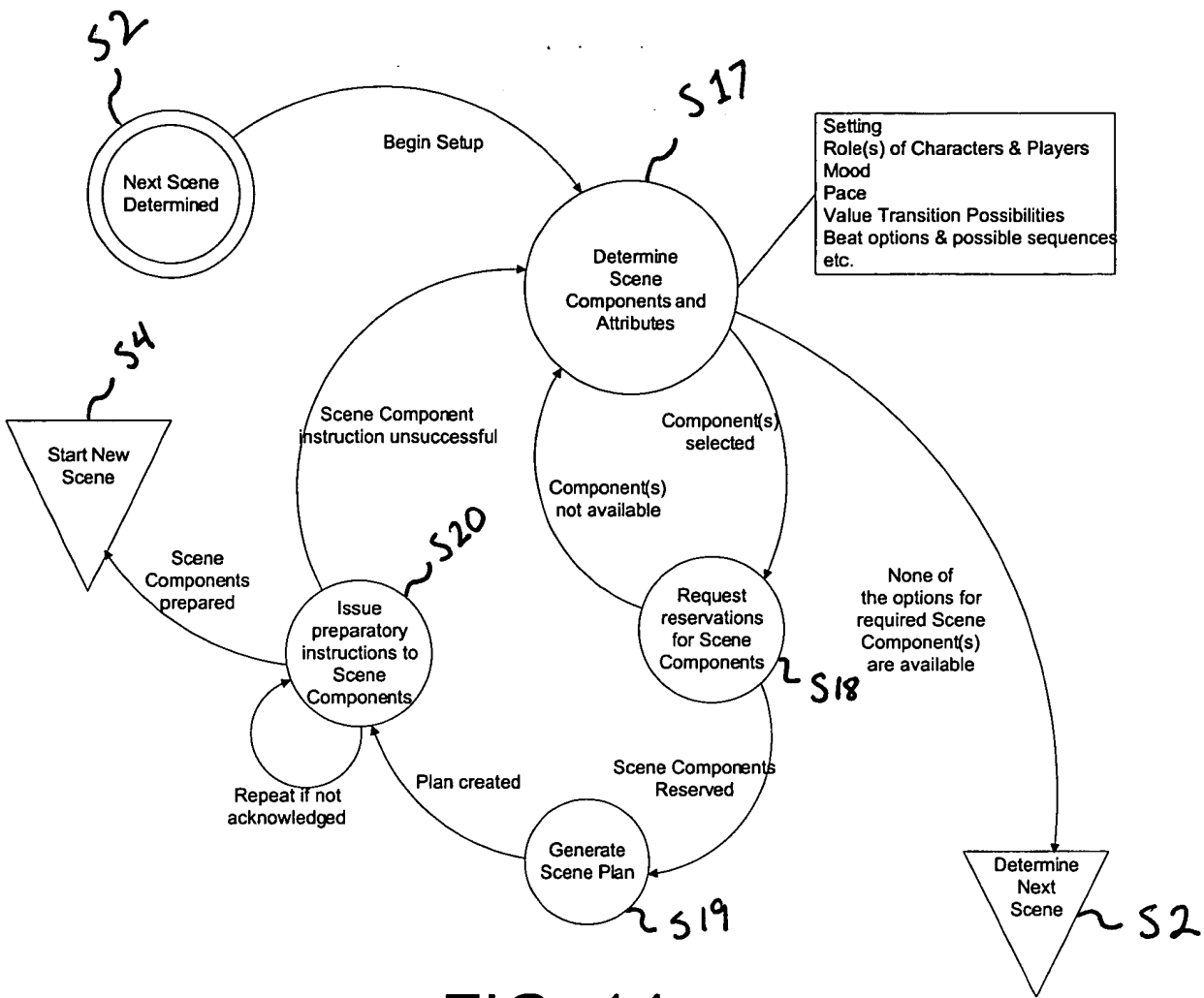


FIG. 14

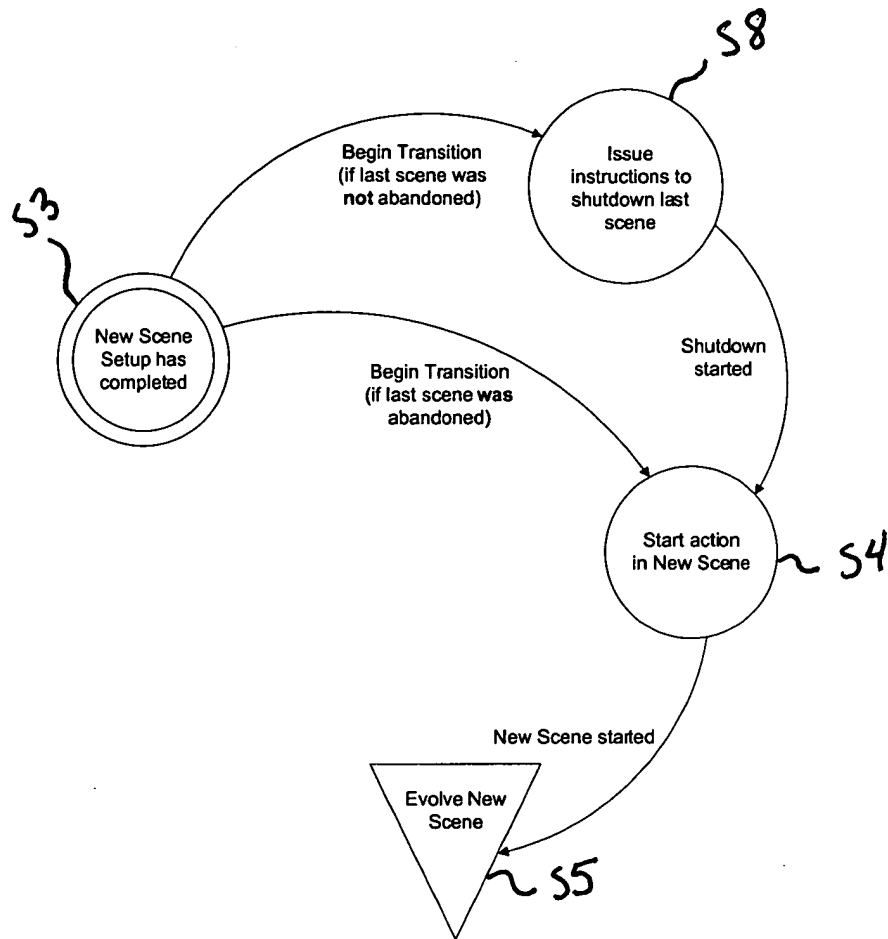


FIG. 15

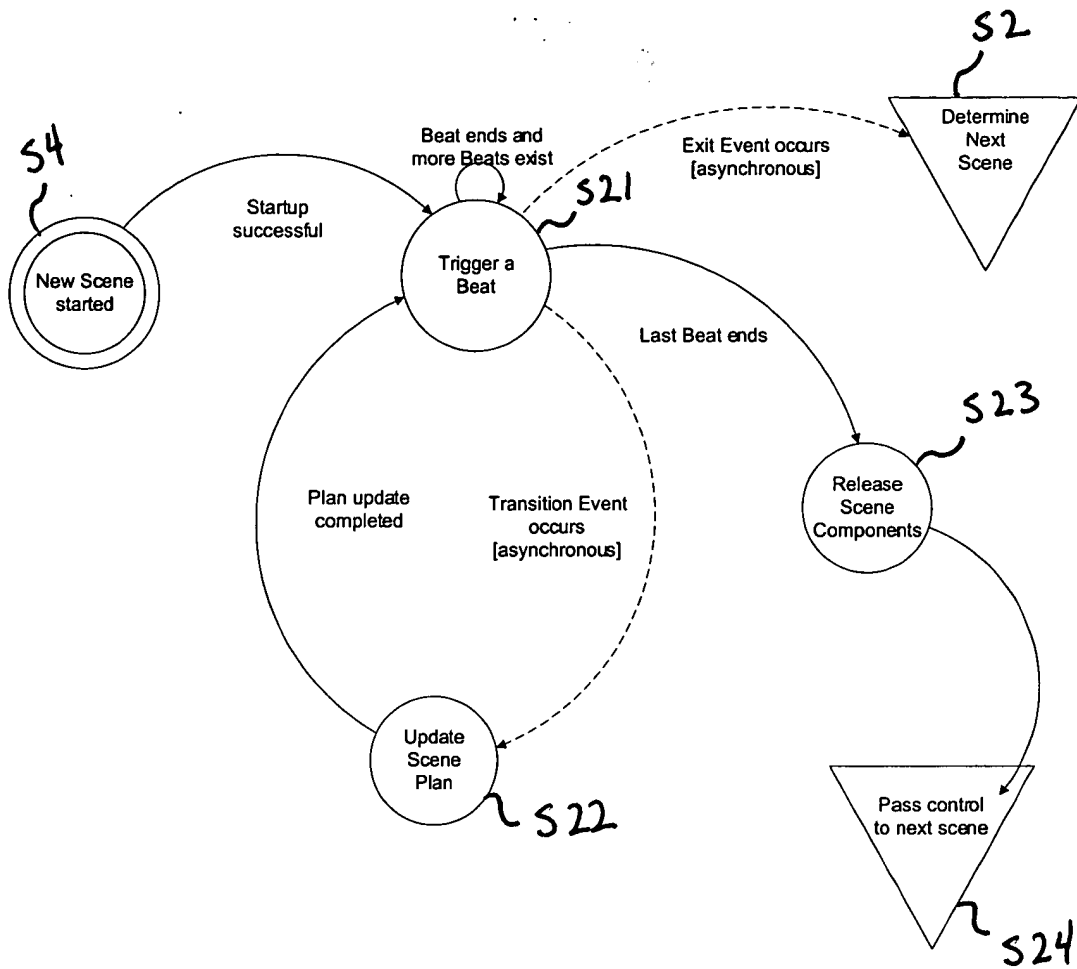


FIG. 16

FIG. 17

FIG. 17

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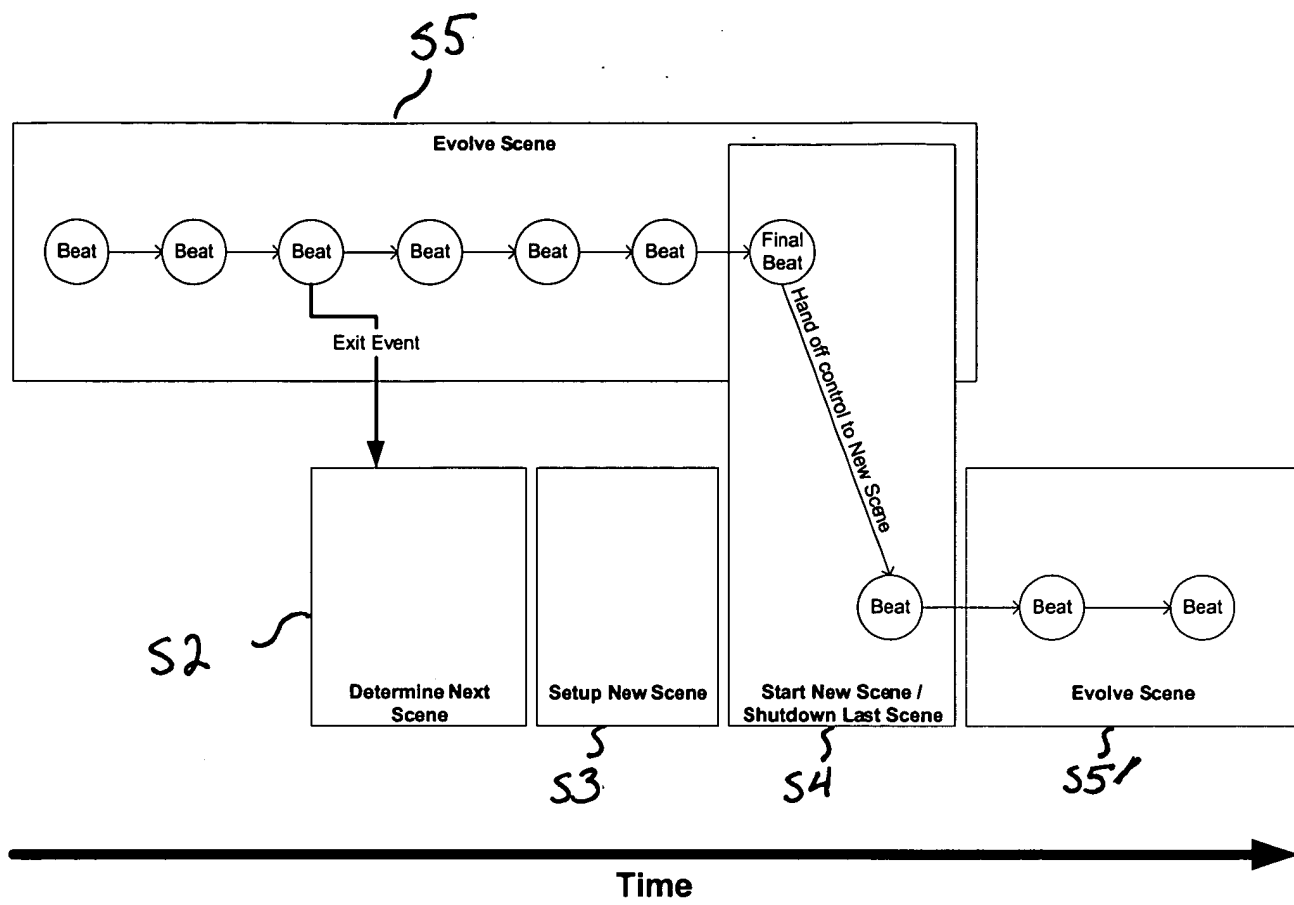


FIG. 18

The diagram illustrates a five-level hierarchy of narrative structure, with each level represented by a box containing specific narrative elements. Arrows indicate the flow from higher levels down to more detailed ones.

- Top Level (Story):** Contains Theme, Genre, Sequence of possible Ads, and Possible transitions to other Narrative Forms etc. It is the highest level of abstraction.
- Level 2 (Act):** Contains Required & optional Value Transitions, Scene options & possible sequences etc. It is derived from the Story level.
- Level 3 (Scene):** Contains Players / Characters, Setting & its characteristics, Value Transition Possibilities, Beat options & possible sequences, Mood, Pace, etc. It is derived from the Act level.
- Level 4 (Beat):** Contains Characters & Objects, Potential Interactions and Next Beats, Action(s), Timing, etc. It is derived from the Scene level.
- Level 5 (Shot):** Contains Framed Characters & Objects, Point of View, Timing, Camera Actions, Audio / Sound, etc. It is the most detailed level, derived from the Beat level.

The diagram shows how a high-level story concept is broken down into increasingly specific narrative elements, from acts and scenes down to individual beats and shots.

FIG. 19

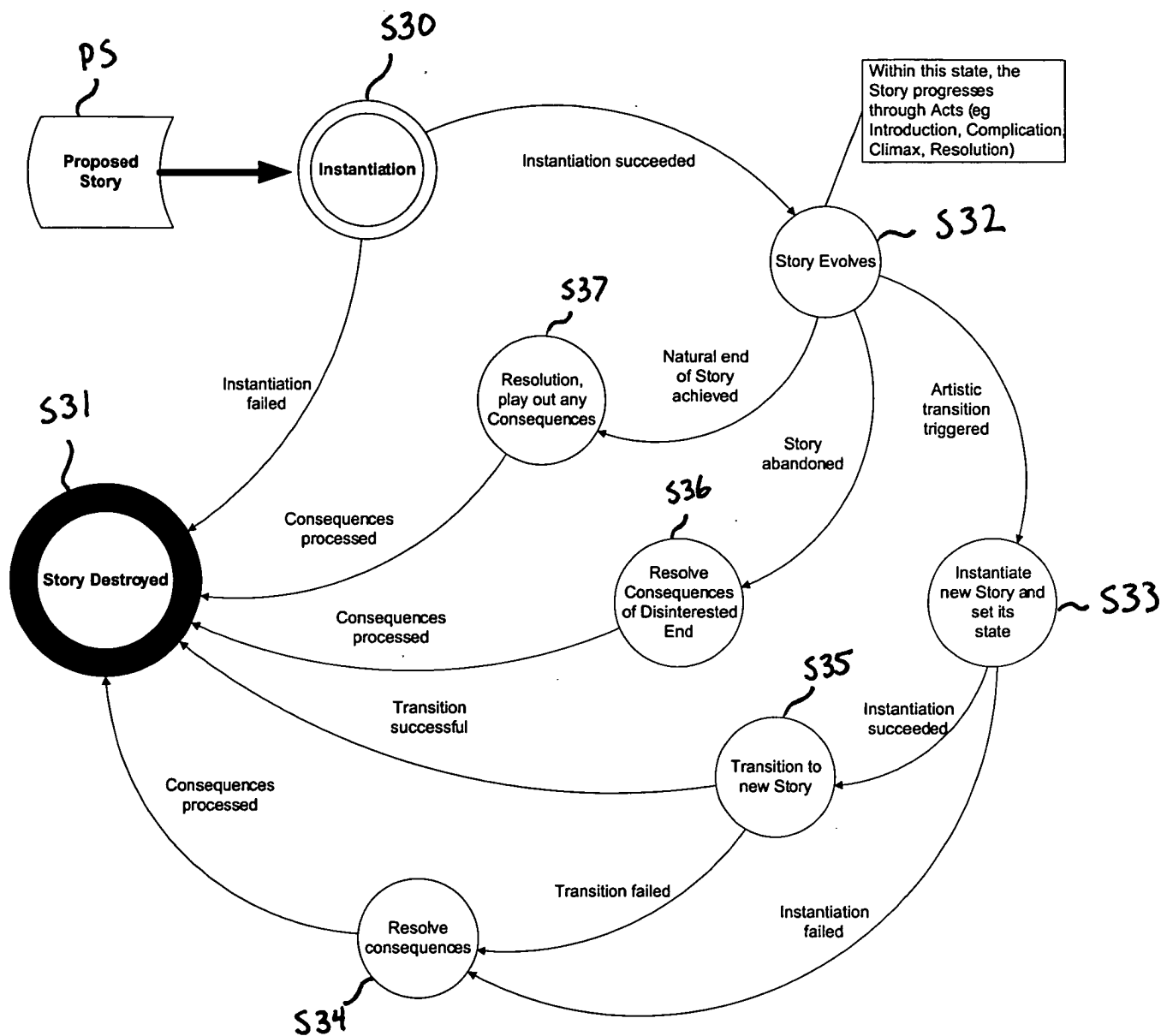


FIG. 20

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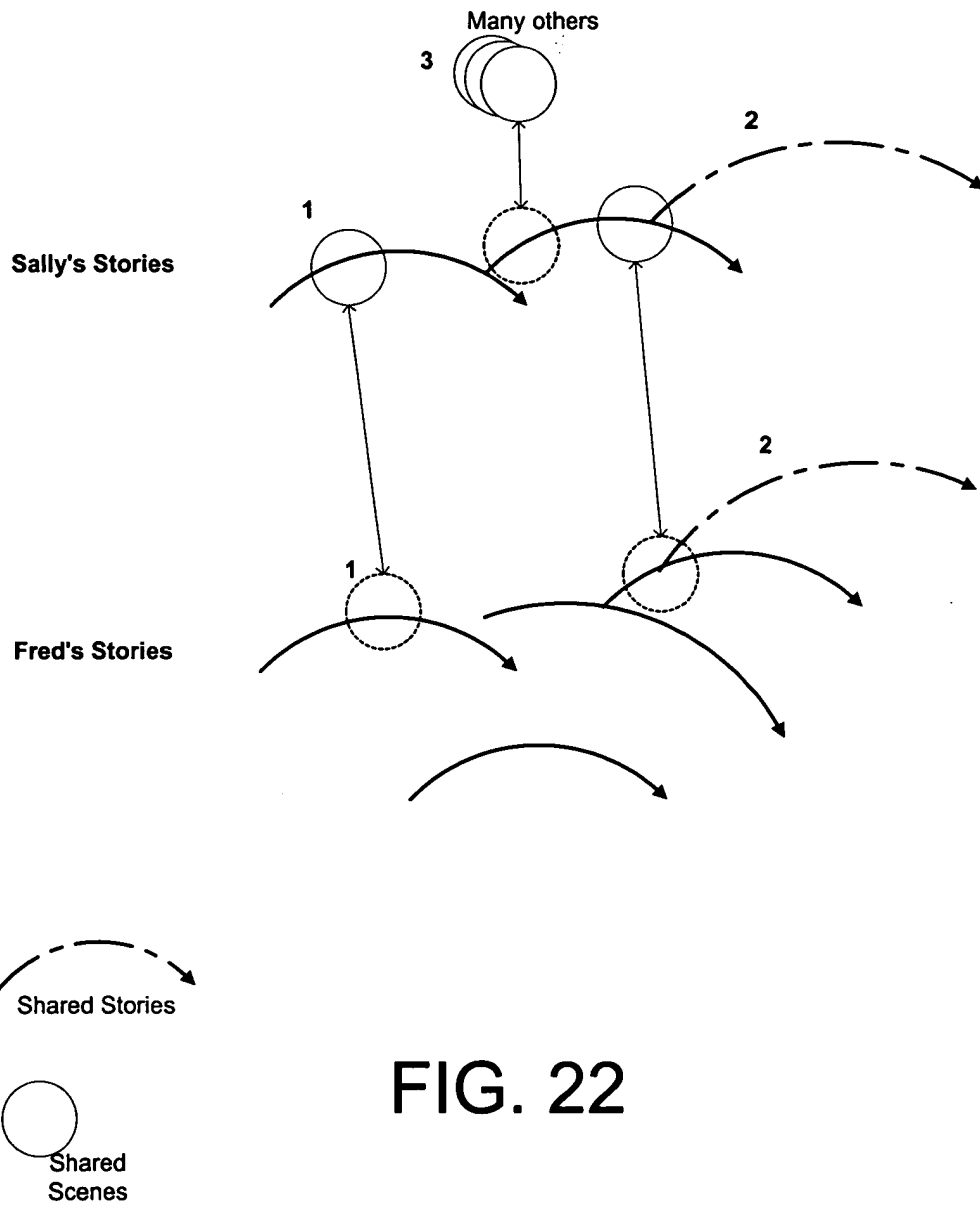


FIG. 22